EXHIBIT 3

ADDITIONAL ZUFFA SEARCH TERMS
near((Fight%, month%), 5)
near((Small%, promot%), 5)
near((development%, promot%), 5)
near((under, contract), 5)
near((break%, contract), 5)
near((current, contract%), 5)
near((new, contract%), 5)
near((new, offer), 5)
Mainstream
near((performance, incent%),5)
near((bonus, signing), 5)
near((bonus, annual), 5)
near((bonus, yearly), 5)
near((bonus, gate), 5)
near((bonsu, title), 5)
near((bonus, champ), 5)
near((bonus, championship), 5)
near((bonus, discretion%), 5)
near((bonus, performance), 5)
near((bonus, perf), 5)
near((payment, discretion%), 5)
near((gate, participation), 5)
near((fight, outside), 5)
near((roster, spot%), 5)
near((match%, period),5)
near((show, win), 5)
{free and clear}
near((conflict* w/5 sponsor%), 5)
{last fight}
near((provisio%, hold), 5)
Jobing
near((fighter, IP), 3)
near((fighter, paymen%), 2)
near((Reebok, athlete), 10)
near((Reebok, fighter%), 10)
near((Reebok, pay), 10)
near((Reebok, payment), 10)
near((Reebok, comp), 10)
near((Reebok, compensat%), 10)
near((Reebok, money), 10)
near((EA, bonus), 10)
near((EA, fighter%), 10)
near((EA, athlete), 10)

near((EA, pay), 10)
near((EA, payment), 10)
near((EA, right%), 10)
near((EA, comp), 10)
near((EA, compensat%), 10)
near((EA, likeness), 10)
near((EA, IP), 10)
near((lost, sponsor), 5)
near((defending, belt), 5)
near((Reebok, deal), 3)
{Appearance fee}
near((disc, bonus%), 2)
near((title, shot), 3)
near((wait%, fight), 4)
near((individual, sponsor%), 2)
near((sponsor%, approval), 3)
near((better, opponent%), 3)
near((venue, reserv%), 5)
near((venue, lock), 5)
near((Rampage, agreement%),5)
near((Rampage, bout),5)
near((Rampage, compensation),5)
near((Rampage, contract%),5)
near((Rampage, LOA),5)
near((Rampage, match),5)
near((Rampage, negotia%),5)
near((Rampage, offer%),5)
near((Rampage, pay%),5)
near((Rampage, purse%),5)
near((Rampage, right%),5)
near((Rampage, royalty),5)
near((Shogun, agreement%),5)
near((Shogun, bout),5)
near((Shogun, compensation),5)
near((Shogun, contract%),5)
near((Shogun, LOA),5)
near((Shogun, match),5)
near((Shogun, negotia%),5)
near((Shogun, offer%),5)
near((Shogun, pay%),5)
near((Shogun, purse%),5)
near((Shogun, right%),5)
near((Shogun, royalty),5)
near((Jacare, agreement%),5)
near((Jacare, bout),5)
near((Jacare, compensation),5)

near((Jacare, contract%),5)
near((Jacare, LOA),5)
near((Jacare, match),5)
near((Jacare, negotia%),5)
near((Jacare, offer%),5)
near((Jacare, pay%),5)
near((Jacare, purse%),5)
near((Jacare, right%),5)
near((Jacare, royalty),5)
near((BigFoot, agreement%),5)
near((BigFoot, bout),5)
near((BigFoot, compensation),5)
near((BigFoot, contract%),5)
near((BigFoot, LOA),5)
near((BigFoot, match),5)
near((BigFoot, negotia%),5)
near((BigFoot, offer%),5)
near((BigFoot, pay%),5)
near((BigFoot, purse%),5)
near((BigFoot, right%),5)
near((BigFoot, royalty),5)
near(({Big Foot}, agreement%),5)
near(({Big Foot}, bout),5)
near(({Big Foot}, compensation),5)
near(({Big Foot}, contract%),5)
near(({Big Foot}, LOA),5)
near(({Big Foot}, match),5)
near(({Big Foot}, negotia%),5)
near(({Big Foot}, offer%),5)
near(({Big Foot}, pay%),5)
near(({Big Foot}, purse%),5)
near(({Big Foot}, right%),5)
near(({Big Foot}, royalty),5)
near((GSP, agreement%),5)
near((GSP, bout),5)
near((GSP, compensation),5)
near((GSP, contract%),5)
near((GSP, LOA),5)
near((GSP, match),5)
near((GSP, negotia%),5)
near((GSP, offer%),5)
near((GSP, pay%),5)
near((GSP, purse%),5)
near((GSP, right%),5)
near((GSP, royalty),5)
near((Minotauro, agreement%),5)
near((Minotauro, bout),5)

near((Minotauro, compensation),5)
near((Minotauro, contract%),5)
near((Minotauro, LOA),5)
near((Minotauro, match),5)
near((Minotauro, negotia%),5)
near((Minotauro, offer%),5)
near((Minotauro, pay%),5)
near((Minotauro, purse%),5)
near((Minotauro, right%),5)
near((Minotauro, royalty),5)
near(({Big Nog}, agreement%),5)
near(({Big Nog}, bout),5)
near(({Big Nog}, compensation),5)
near(({Big Nog}, contract%),5)
near(({Big Nog}, LOA),5)
near(({Big Nog}, match),5)
near(({Big Nog}, negotia%),5)
near(({Big Nog}, offer%),5)
near(({Big Nog}, pay%),5)
near(({Big Nog}, purse%),5)
near(({Big Nog}, right%),5)
near(({Big Nog}, royalty),5)
near(({Little Nog}, agreement%),5)
near(({Little Nog}, bout),5)
near(({Little Nog}, compensation),5)
near(({Little Nog}, contract%),5)
near(({Little Nog}, LOA),5)
near(({Little Nog}, match),5)
near(({Little Nog}, negotia%),5)
near(({Little Nog}, offer%),5)
near(({Little Nog}, pay%),5)
near(({Little Nog}, purse%),5)
near(({Little Nog}, right%),5)
near(({Little Nog}, royalty),5)
near(({Cro Cop}, agreement%),5)
near(({Cro Cop}, bout),5)
near(({Cro Cop}, compensation),5)
near(({Cro Cop}, contract%),5)
near(({Cro Cop}, LOA),5)
near(({Cro Cop}, match),5)
near(({Cro Cop}, negotia%),5)
near(({Cro Cop}, offer%),5)
near(({Cro Cop}, pay%),5)
near(({Cro Cop}, purse%),5)
near(({Cro Cop}, right%),5)
near(({Cro Cop}, royalty),5)
near(({Mighty Mouse}, agreement%),5)

near(({Mighty Mouse}, bout),5)
near(({Mighty Mouse}, compensation),5)
near(({Mighty Mouse}, contract%),5)
near(({Mighty Mouse}, LOA),5)
near(({Mighty Mouse}, match),5)
near(({Mighty Mouse}, negotia%),5)
near(({Mighty Mouse}, offer%),5)
near(({Mighty Mouse}, pay%),5)
near(({Mighty Mouse}, purse%),5)
near(({Mighty Mouse}, right%),5)
near(({Mighty Mouse}, royalty),5)
near((OSP, agreement%),5)
near((OSP, bout),5)
near((OSP, compensation),5)
near((OSP, contract%),5)
near((OSP, LOA),5)
near((OSP, match),5)
near((OSP, negotia%),5)
near((OSP, offer%),5)
near((OSP, pay%),5)
near((OSP, purse%),5)
near((OSP, right%),5)
near((OSP, royalty),5)
near(({Korean Zombie}, agreement%),5)
near(({Korean Zombie}, bout),5)
near(({Korean Zombie}, compensation),5)
near(({Korean Zombie}, contract%),5)
near(({Korean Zombie}, LOA),5)
near(({Korean Zombie}, match),5)
near(({Korean Zombie}, negotia%),5)
near(({Korean Zombie}, offer%),5)
near(({Korean Zombie}, pay%),5)
near(({Korean Zombie}, purse%),5)
near(({Korean Zombie}, right%),5)
near(({Korean Zombie}, royalty),5)
near((Rumble, agreement%),5)
near((Rumble, bout),5)
near((Rumble, compensation),5)
near((Rumble, contract%),5)
near((Rumble, LOA),5)
near((Rumble, match),5)
near((Rumble, negotia%),5)
near((Rumble, offer%),5)
near((Rumble, pay%),5)
near((Rumble, purse%),5)
near((Rumble, right%),5)
near((Rumble, royalty),5)

near((DC, agreement%),5)
near((DC, bout),5)
near((DC, compensation),5)
near((DC, contract%),5)
near((DC, LOA),5)
near((DC, match),5)
near((DC, negotia%),5)
near((DC, offer%),5)
near((DC, pay%),5)
near((DC, purse%),5)
near((DC, right%),5)
near((DC, royalty),5)
near((Hendo, agreement%),5)
near((Hendo, bout),5)
near((Hendo, compensation),5)
near((Hendo, contract%),5)
near((Hendo, LOA),5)
near((Hendo, match),5)
near((Hendo, negotia%),5)
near((Hendo, offer%),5)
near((Hendo, pay%),5)
near((Hendo, purse%),5)
near((Hendo, right%),5)
near((Hendo, royalty),5)
near((Cowboy, agreement%),5)
near((Cowboy, bout),5)
near((Cowboy, compensation),5)
near((Cowboy, contract%),5)
near((Cowboy, LOA),5)
near((Cowboy, match),5)
near((Cowboy, negotia%),5)
near((Cowboy, offer%),5)
near((Cowboy, pay%),5)
near((Cowboy, purse%),5)
near((Cowboy, right%),5)
near((Cowboy, royalty),5)
near((Eliot, agreement%),5)
near((Eliot, bout),5)
near((Eliot, compensation),5)
near((Eliot, contract%),5)
near((Eliot, LOA),5)
near((Eliot, match),5)
near((Eliot, negotia%),5)
near((Eliot, offer%),5)
near((Eliot, pay%),5)
near((Eliot, purse%),5)
near((Eliot, right%),5)

near((Eliot, royalty),5)
near((Conor, agreement%),5)
near((Conor, bout),5)
near((Conor, compensation),5)
near((Conor, contract%),5)
near((Conor, LOA),5)
near((Conor, match),5)
near((Conor, negotia%),5)
near((Conor, offer%),5)
near((Conor, pay%),5)
near((Conor, purse%),5)
near((Conor, right%),5)
near((Conor, royalty),5)
near((Ronda, agreement%),5)
near((Ronda, bout),5)
near((Ronda, compensation),5)
near((Ronda, contract%),5)
near((Ronda, LOA),5)
near((Ronda, match),5)
near((Ronda, negotia%),5)
near((Ronda, offer%),5)
near((Ronda, pay%),5)
near((Ronda, purse%),5)
near((Ronda, right%),5)
near((Ronda, royalty),5)